

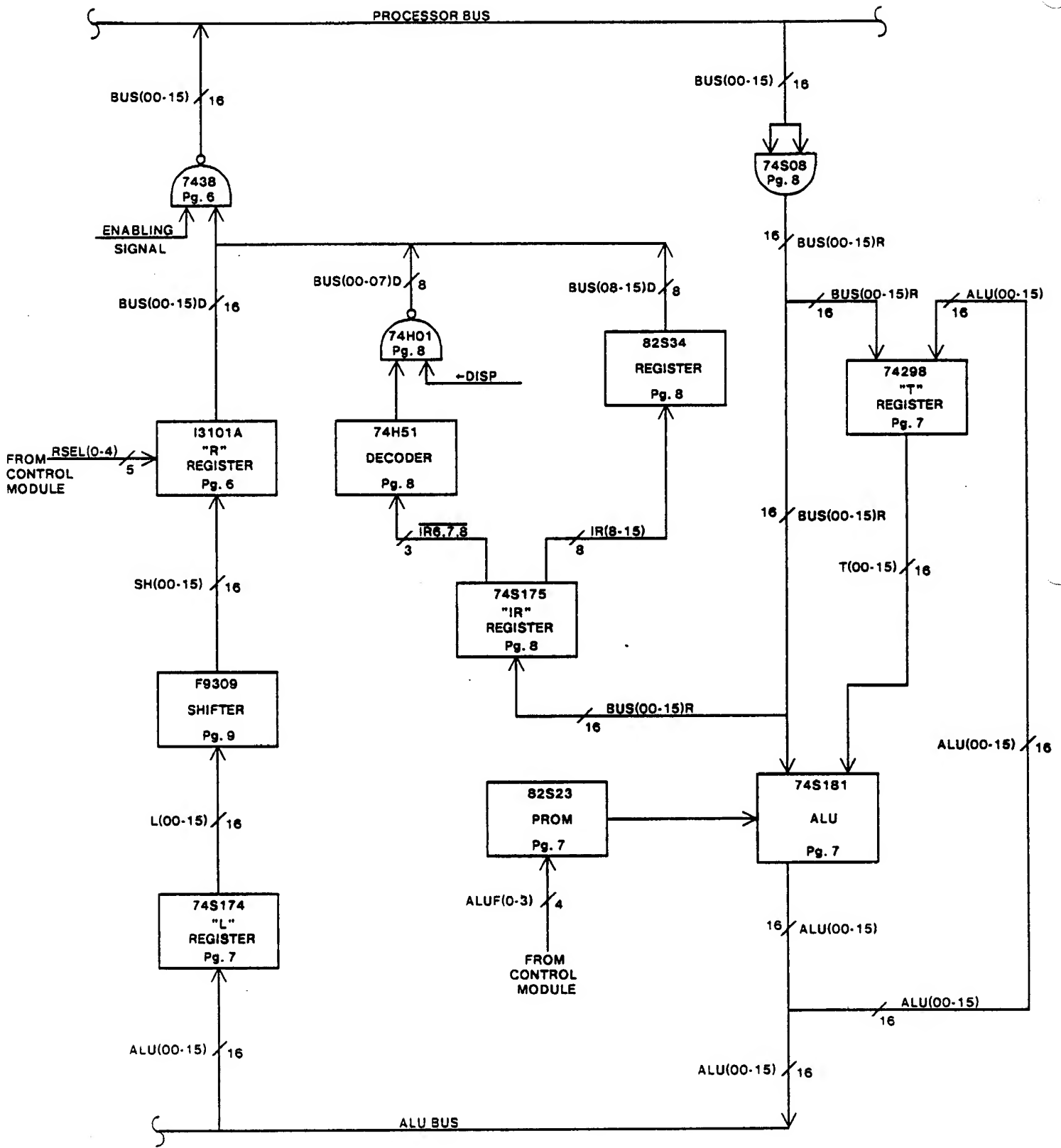
ARITHMETIC SECTION

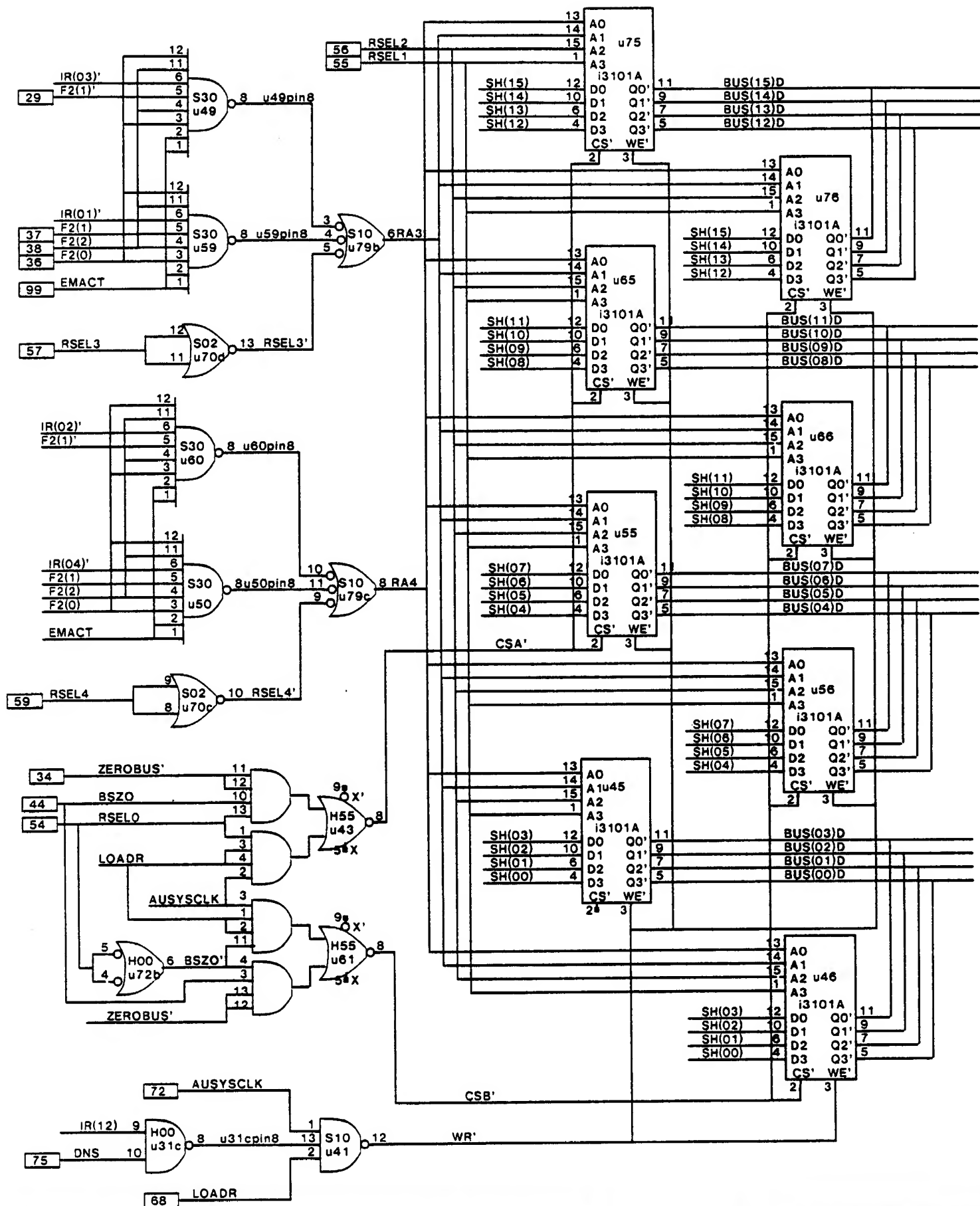
The arithmetic section of the processor consists of two 32-word by 16-bit register files R and S, and five registers, T, L, M, MAR, and IR. The registers are connected to the memory and to an ALU with a 16-bit parallel bus.

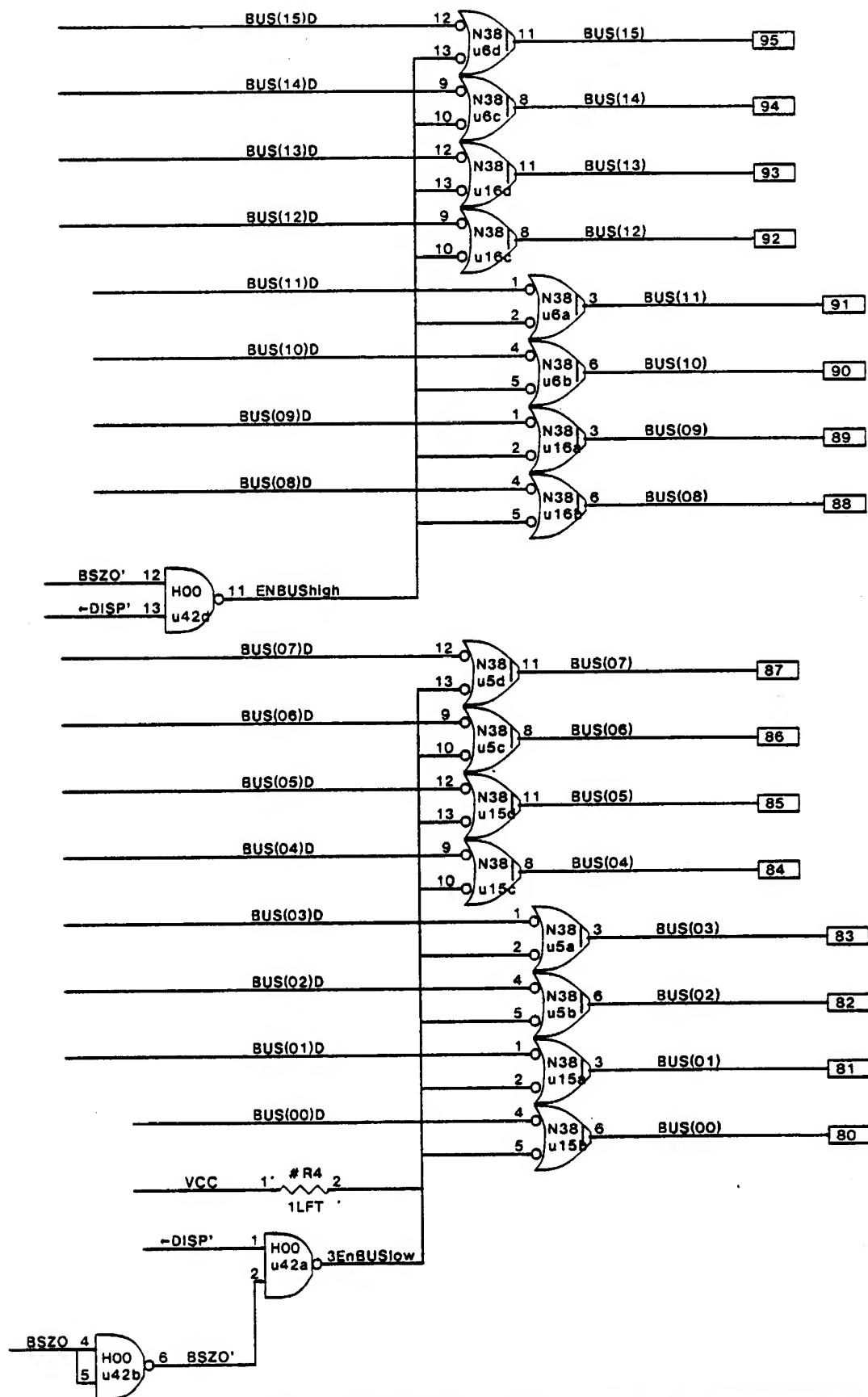
The ALU is a SN74181 type, restricted so that it can do only 16 arithmetic and logical functions. The ALU output feeds the L, M, and MAR registers. T may also be loaded from the ALU output under certain conditions. L is connected to a shifter capable of left and right shifts by one place, and cycles of 8. It has a mode in which it does the peculiar 17-bit shifts of the standard instruction set, and a mode which allows double-length shifts to be done.

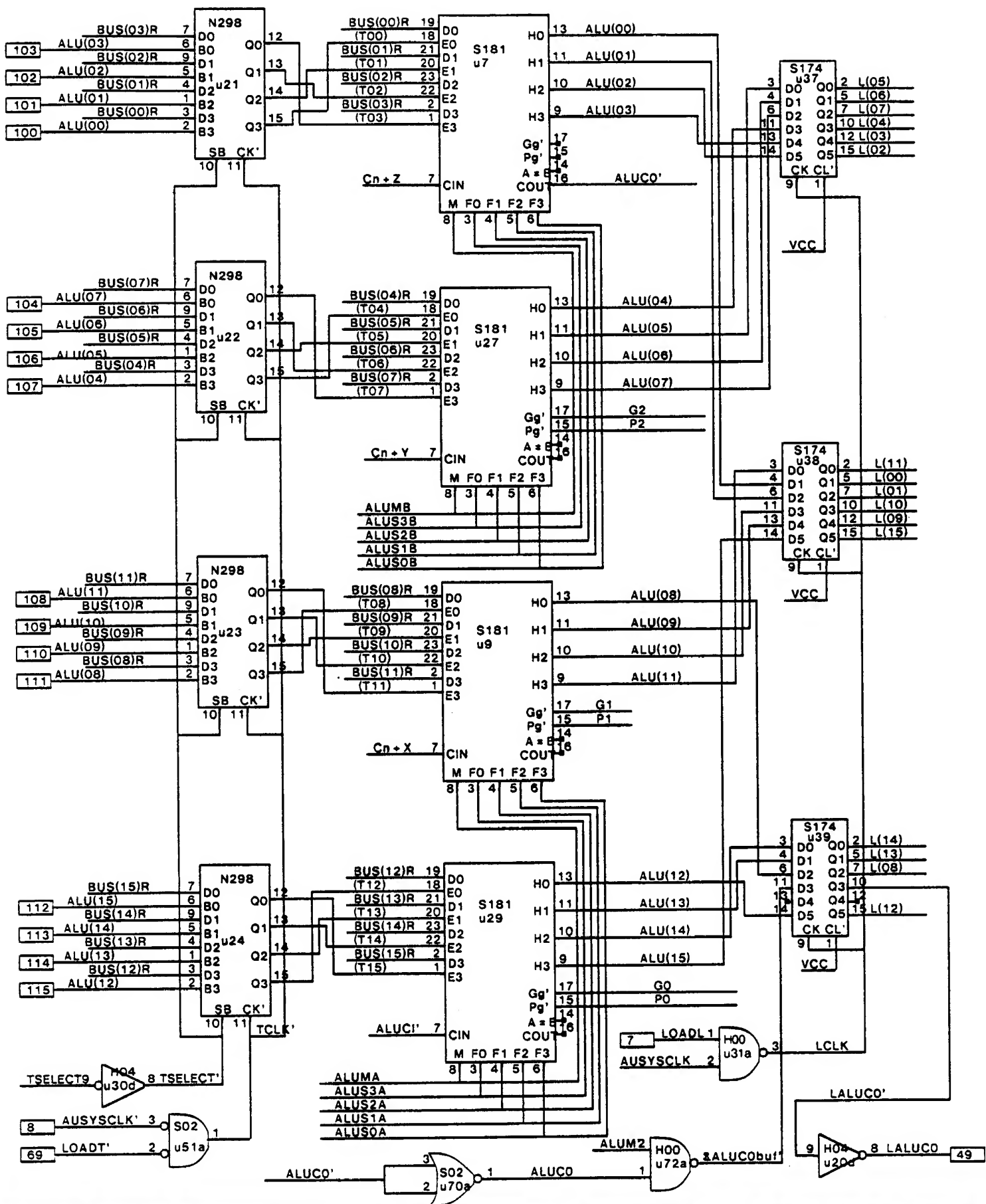
The IR register is used by the emulator to hold the current emulated instruction.

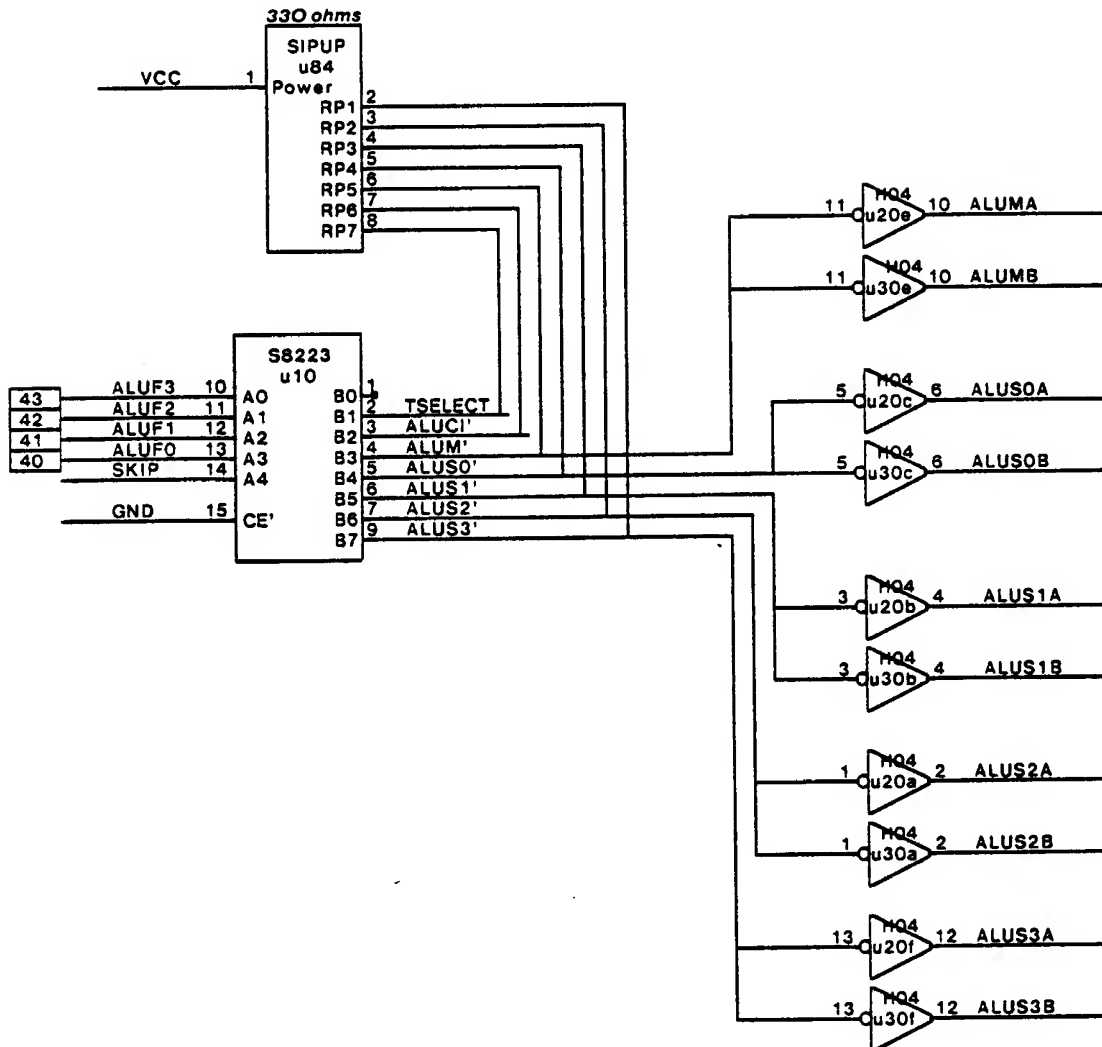
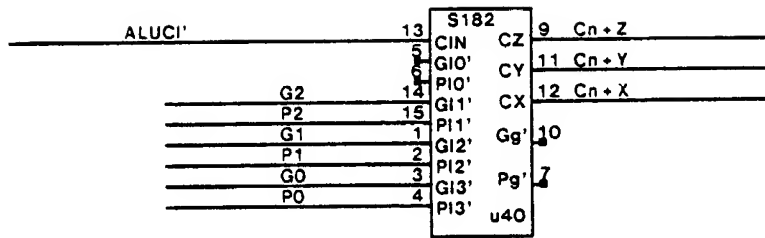
ARITHMETIC LOGIC UNIT (ALU)

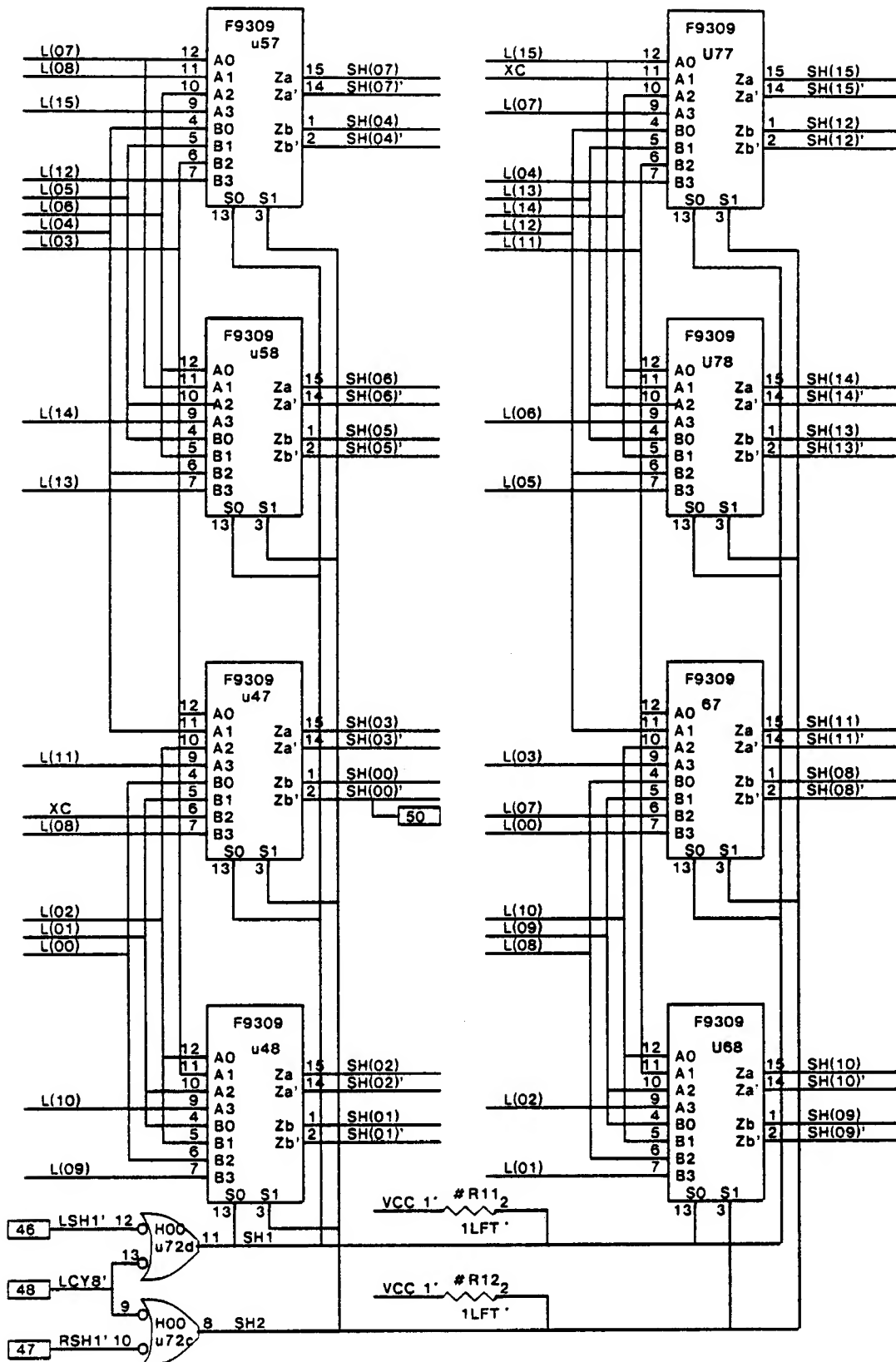


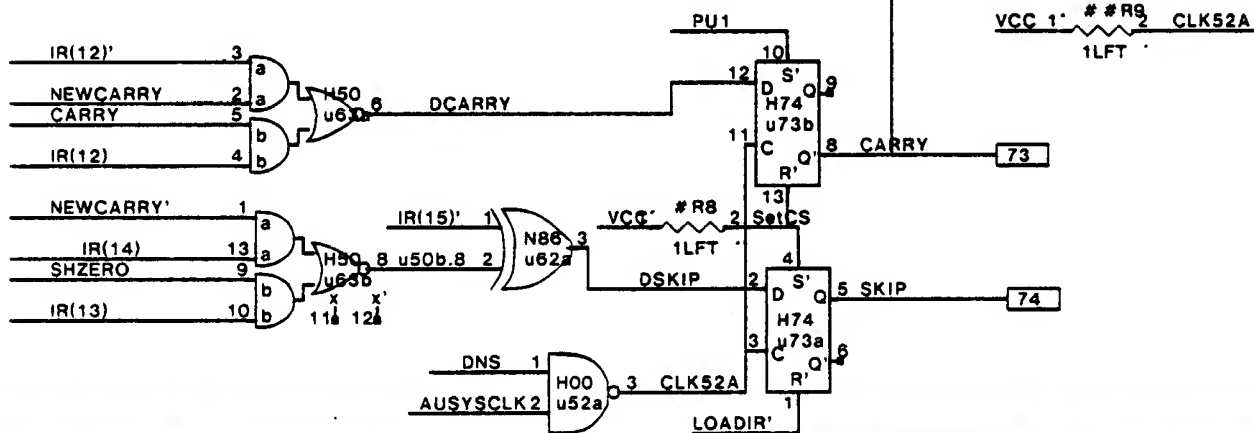
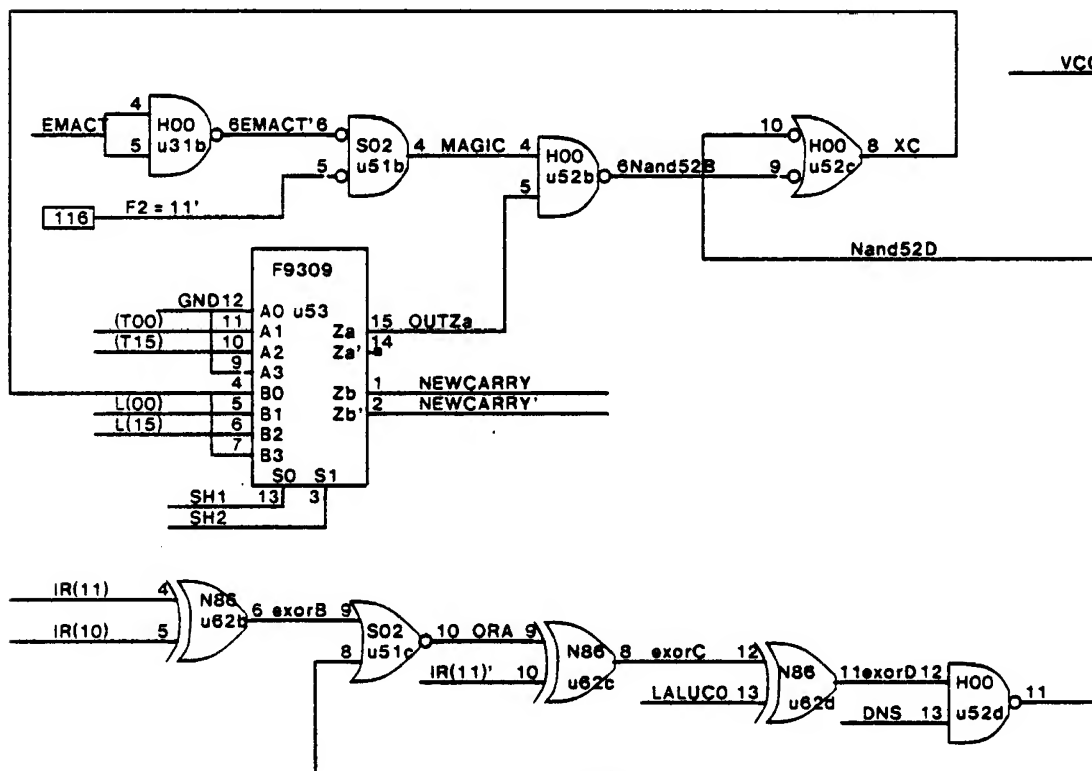
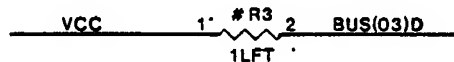


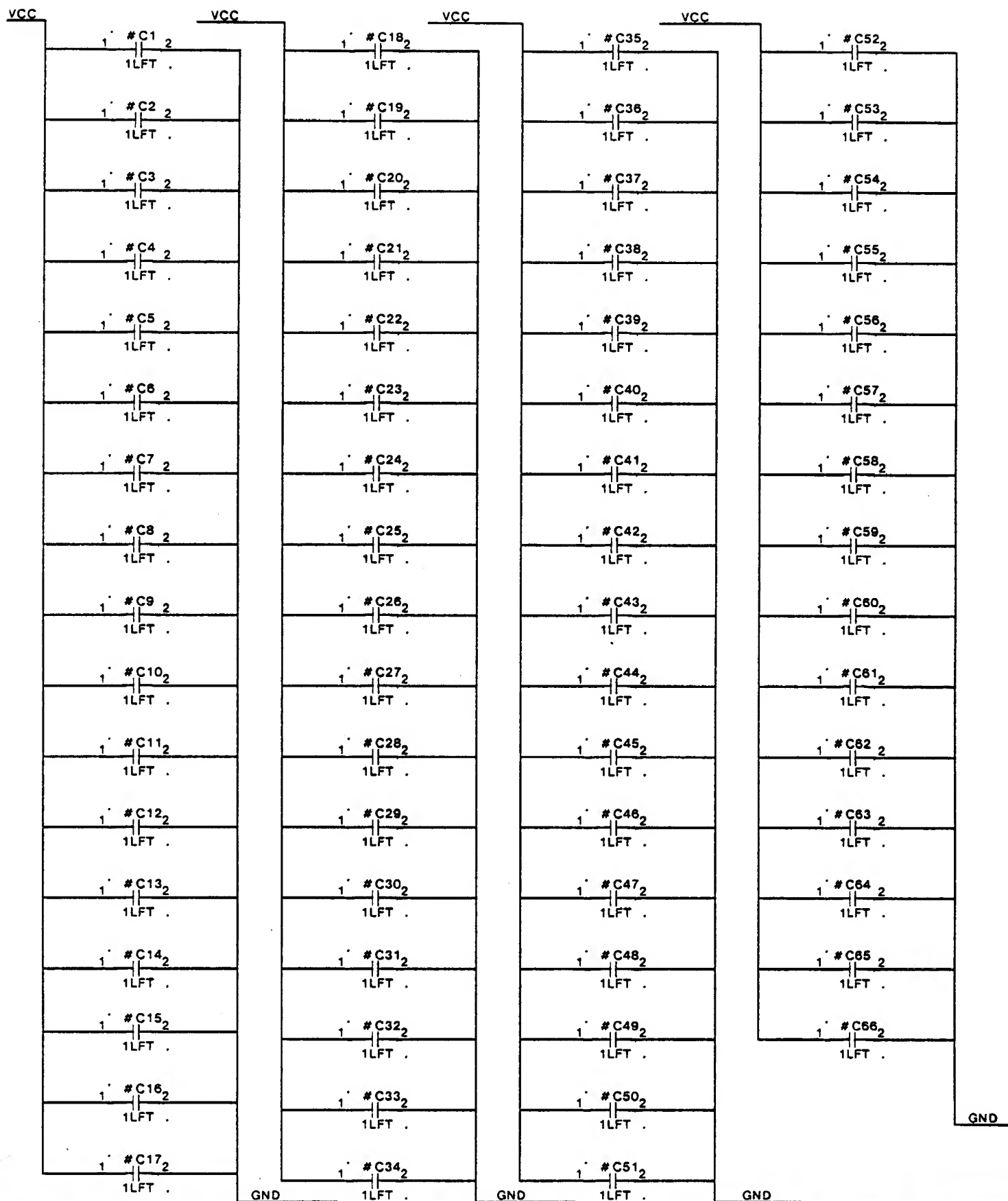












XEROX SPG	Project ALTO II	ASSEMBLY, P.W. ARITHMETRIC LOGIC UNIT	File ALU13.SIL	Designer LEUNG	Rev A	Date 9/30/80	Page 13
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